

P I T F A L L !

"Pitfall!" is an outstanding creation."

Best Video Game Adventure

"Completely innovative and original..."

1983 Game of the Year

"Destined to be a classic."

The Book of Atari Software

Electronic Games

Arcade Magazine

Video Games Player

Arcade Magazine

PITFALL!
CRANE

BY
DAVID
CRANE

CONCEIVED AND DESIGNED BY DAVID CRANE FOR ONE PLAYER

I'm Pitfall Harry and together we'll search the jungle for hidden treasures. But stay close, because we'll be facing crocodiles, tar pits, underground passages and countless other dangers in Pitfall!™ by ACTIVISION®

Designed in U.S.A. Proudly made in AUSTRALIA by

HOME ENTERTAINMENT
SUPPLIERS



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UNIT 1/128 BONDS RD., RIVERWOOD, N.S.W. 2210



Please remove this slick and turn over for **GAME INSTRUCTIONS**

PITFALL!



<http://www.replacementdoes.com>

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PITFALL!™ BASICS

The object of Pitfall! is to guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasures in the shortest possible time.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller. It's the only one you'll need. When playing, hold Joystick with red button in the upper left position.
5. Difficulty switches and the game select switch are not used in Pitfall! Each game is many games in one, with many difficulties to overcome.
6. To start, press game reset. Action begins as soon as you move Joystick.
7. **Use of Joystick Controller.**

- To run left or right...move Joystick left or right.
- To jump over dangers...press the red button while running to the right or the left.
- To climb up or down ladders...push Joystick up to climb, pull down to descend.
- To grab a swinging vine...press the red button while running to the right or to the left.
- To let go of the vine...pull down on Joystick at the end of a swing.
- To collect a Treasure...just run right to it.

8. **Scoring.** You start each adventure with 2000 points. Some misfortunes will cause a deduction of points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

Each treasure you find will add points to your score. There are eight of each type of treasure in the entire game, 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures, without losing any points by falling down holes or tripping on logs).



9. **Time.** You have 20 minutes to complete each adventure. Harry has 3 lives in each game. (See "The Hazards of Pitfall!") Game is over when Harry is "lost" for the third time or when time runs out.

* COMMODORE 64 USE

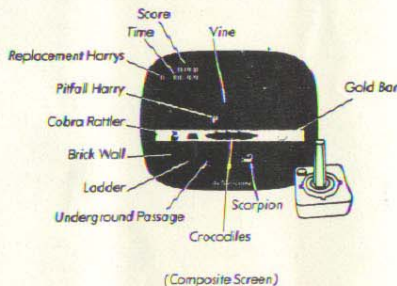
(To begin a new game when the current one is over, press F1)

SPECIAL FEATURES OF PITFALL!™ BY ACTIVISION®

There are 255 jungle scenes through which Harry can travel. Each scene covered underground is equivalent to three on the surface. Pitfall! is a circular maze, which means that if Harry safely goes through all 255 different scenes, he will come back to the starting point. In the course of that journey, Harry will also encounter all 32 treasures.

THE HAZARDS OF PITFALL!

Pitfall Harry's Jungle Adventure is fraught with danger. Some hazards will slow him down and rob you of points, while others will stop him cold in his tracks. The "lesser" hazards are the open holes in the ground and rolling logs. (See "Scoring.") The catastrophic hazards are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, but they will cost one of Harry's 3 lives.



GETTING THE FEEL OF PITFALL!™ BY ACTIVISION®

You cannot excel at Pitfall! without acquiring a variety of skills. The most important is "jumping." You'll need to use both the red button and Joystick at the same time in order to make Harry jump up to a swinging vine. Jumping is also important when you leap atop crocodile heads while crossing the swamp or when you hurdle over logs, holes, scorpions, fires, and snakes. Special care should be taken when you jump scorpions; the margin for error is less.

To practice your skills, try running to the right. Learn to jump the rolling logs and the holes in the ground first, then tackle the tougher skills of swinging on the vine and jumping over the crocodile pits. Whenever Harry is lost, you'll get another chance to try the hazard again, since the "replacement" Harry appears on the left side of the screen.

HOW TO SEEK YOUR FORTUNE WITH PITFALL HARRY

Tips from David Crane, designer of Pitfall!™



David Crane is a Senior Designer at Activision®. He also designed Dragster®, Fishing Derby®, Laser Blast®, Freeway®, and Grand Prix®.

"As you set off on your first adventure with Harry, you'll notice two important features: that the logs always roll from right to left, and that the "replacement" Harry (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped and the catastrophic hazards to be re-tried, simply run to the left.

"Pitfall Harry's trip must be made through a maze of surface and underground passages through the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all treasures is the only way to insure success time after time.

"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the jaws to open and close again before jumping to the next one. Soon, you'll be skipping across croc like they were stepping stones in a stream.

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."

David Crane